Lovecraftian Bestiary

WR PUBLISHING

5th Edition Fantasy

William Avrit (order #8755642)

Lovecraftian Bestiary

Creatures of Lovecraftian horror for players and dungeon masters to utilize for the 5th edition of the worlds most popular roleplaying game.

Cover and Interior Stock art Illustrations by Dave Allsop, Gary Dupuis, Robert Gresham, and Mark Hyzer

5th Edition Fantasy logo by: Rick Hershey

All Text in this document is released under OGL 1.0

Written by Robert Gresham

Contents

Gug.....3
Mi-Go.....4
Nightgaunt.....5
Rat-thing 6
OGL 7

PUBLISHING

William Avrit (order #8755642)

Gug

Large aberration, chaotic evil

AC 23 (natural)
HP 127 (15d10+45)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

Skills Stealth +10
Senses Darkvison 60 ft., passive Perception +14
Languages deep speech, undercommon
Challenge 10 (5,900 xp)

Compression: The gug can move through an area as small as one-quarter it's space without squeezing, or one-eighth it's space when squeezing.

Rending Attack: If the gug hits with two or more of it's claws, it can rend it's opponent for 10 damage (1d6+7)

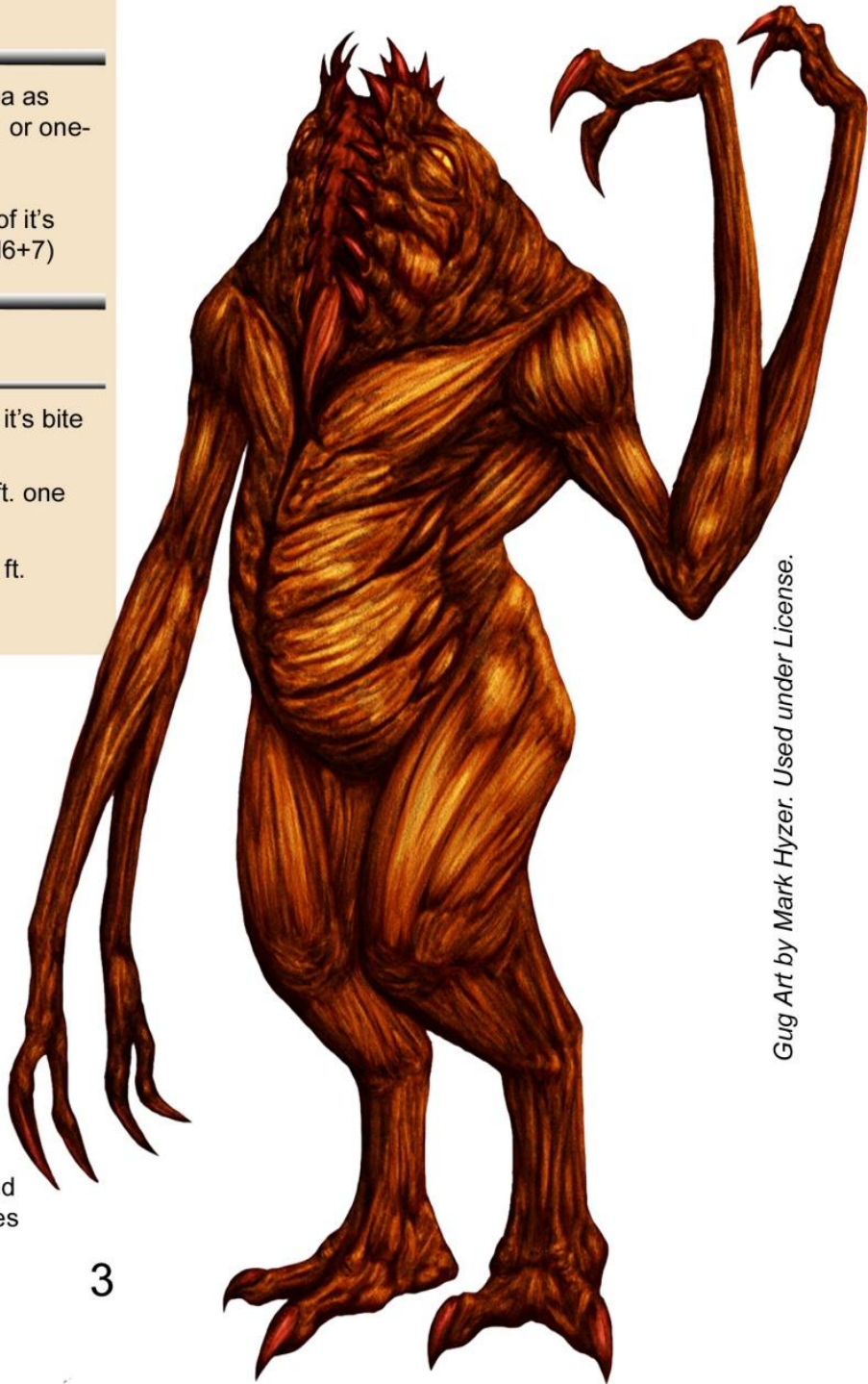
Actions

Multi-Attack. The gug makes 5 attacks; one with it's bite and four with it's powerful claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft. one target. *Hit:* 11 (1d8+7), piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft. one target. *Hit:* 10 (1d6+7), slashing damage.

Delusions of Grandeur. Gugs have inflated senses of their own self-worth and have difficulties working together, preferring to cultivate small cults of small humanoids to perform menial tasks. This also keeps the gug supplied with fresh meat in the form of ritual sacrifice.



Gug Art by Mark Hyzer. Used under License.

Gug

Gugs are horrific sub terrain giants, cursed by the gods for their unspeakable depravities. They delight in torturing their humanoid prey before devouring them, but have an irrational fear of ghouls, which they avoid at all costs.

Ambush Predators. Gugs cling to the sides of darkened caves for hours, waiting for their prey to stumble too close. When confronted by hearty, or intelligent victims, gugs prefer to stalk and terrify, often hunting its food for days before finally attacking.

Contortable Limbs. Gugs can contort and distend their limbs, maneuvering their hideous giant bodies through tiny caverns and fissures in the deepest parts of the world.

William Avrit (order #8755642)

Mi-Go

Medium plant, neutral evil

AC 15 (natural)
HP 136 (16d10+48)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	19 (+4)	12 (+1)	16 (+3)

Skills Deception +6 (disguise)
Damage Vulnerabilities slashing
Damage Resistances fire, lightning
Damage Immunities cold
Condition Immunities blinded, deafened, exhaution
Senses Darkvison 60 ft. (can see in all directions), passive Perception +10
Languages common, deep speech, mi-go
Challenge 5 (1,800 xp)

Deceptive: Mi-go are masters of deception. They are often disguised as other medium sized creatures, so this quality assists their concealment.

Actions

Multi-Attack. The mi-go makes 4 claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 6 (1d4+4), slashing damage.

Eviscerating Attack: *Melee weapon attack, +7 to hit, reach 5 ft., one target.*
Hit. 6 (1d4+4) slashing damage.
If the mi-go hits with two or more of it's claws, it may grab an opponent and perform swift, surgical procedures upon it. The mi-go deals an additional 7 damage (2d6) and the target must make a DC 12 Intelligence saving throw. On a failure, the target's Intelligence Score is reduced by 4 points. The mi-go can make this attack once per round on a single target. If the victim's Intelligence Score is reduced beyond 0, the mi-go has succeeded in extracting its brain, and the target immediately dies.These lost points return at a rate of 1 point per day.

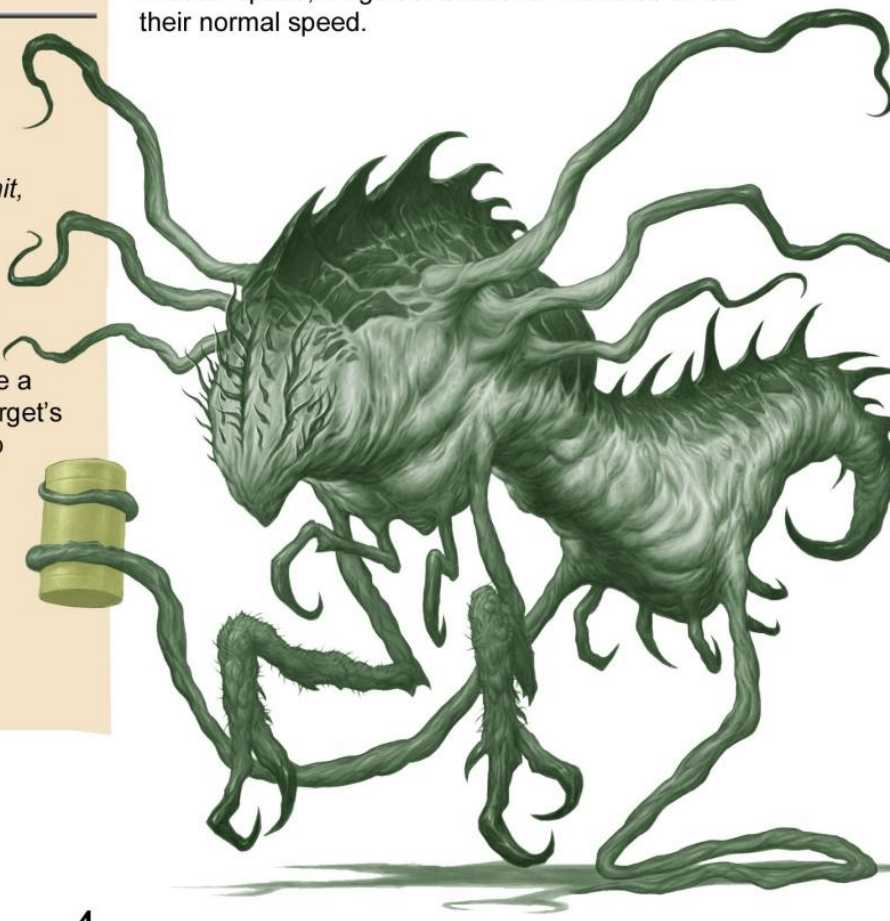
Mi-Go

Mi-go are extra-terrestrial scientists and colonists, who travel the universe harvesting new realms and resources. These fungoid creatures delight in surgically removing the brains of victims and then ferrying the still conscious tissue across the gulfs of space in specially designed cylinders. Mi-go communicate with each other with a series of rapid fire clicks from their mandibles, but they understand many languages.

Rumors suggest that the mi-go have a second agenda to exploring the cosmos; they search for a rogue cleric of immeasurable power from their world who has vowed a destructive vendetta against the entire universe.

Alien Artificers. Mi-go possess bizarre technology whose operation often exceeds the scope of human understanding. Given time and resources a mi-go can create nearly any magical item that henceforth becomes mi-go technology. A mi-go can repair mi-go tech with a medicine Skill check.

Cosmonauts. Mi-go are space travelers and can survive incredibly long journey's through the void. When moving in outer space, mi-go travel at one- hundred times their normal speed.



Mi-Go Art by Dave Allsop. Used under License.

William Avrit (order #8755642)

Nightgaunt

Medium monstrosity, chaotic neutral

AC 14 (natural)
HP 68 (8d10+ 24)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Stealth +5
Damage Immunities cold, inhaled poison, scent-based attacks
Senses Darkvison 60 ft., passive Perception +11
Languages deep speech, *can't speak*
Challenge 3 (700 xp)

Clutches: The nightgaunt can grab a medium or smaller creature if it successfully hits with both claw attacks. The target is considered grappled (escape DC 15) and restrained until the grapple ends.

While grappling, the nightgaunt has advantage on attack tolls against it and it cannot use this attack against other targets. When the nightgaunt moves, its clutched victim moves with it.

Faceless: Nightgaunts have no facial features, or eyes, instead seeing out of their entire body as if it were one giant occular organ. They are immune to any attack that relies on sight, such as a medusa's *petrifying gaze*.

No Breath. Nightgaunts do not breathe, as such, inhaled poisons and scent-based attacks do not affect them.

Tickle: If a nightgaunt has a foe in its clutches, it may tickle the target, imposing a short term madness. The victim retreats into their own mind and becomes paralyzed (1d10 minutes). The effect ends if the character takes any damage.

Actions

Multi-Attack. The nightgaunt makes 2 attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3), slashing damage.

Nightgaunt

Nightgaunts are bizarre creatures from the realm of dreams that sometimes travel to the material plane to abduct especially emotional dreamers.

Slumbering Stalker. Nightgaunts prey upon dreamers, snatching them away into realms of endless nightmare where they can tickle them in terrible ways. These faceless monsters enjoy carrying their helpless victims high over mountain-tops, and then dropping them where other monsters can hunt and slaughter them.

Nightgaunt Art by Gary Dupuis. Used under License.

William Avrit (order #8755642)

Rat-thing

Tiny monstrosity, chaotic Evil

AC 13 (natural)
HP 40 (9d4+ 18)
Speed 30 ft., climb 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Skills Arcana +4, Stealth +5
Damage Immunities disease, poison
Senses Darkvison 60 ft., passive Perception +12
Languages deep speech
Challenge 2 (450 xp)

Constant Spell Effects. The rat-thing is treated as if being under the following spell effects at all times; *detect magic, read magic, speak with animals (rodents only), spider climb, tongues.*

Innate Spellcasting. The rat-things innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

3/day: cause fear ,dimension door, invisibility
Spellcasting. The rat-thing casts spells as if he were a 7th -level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks).

Summon Rat Swarm. Once per day the rat-thing can summon a swarm of rats (Monster Manual page 339) to serve it unfailingly for 2 minutes.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target. *Hit:* 1 (1d3-1), piercing damage.

Sneaky Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2), piercing damage. If the rat-thing can attack an unwary or blind target, it can perform it's *sneaky bite*. The rat-thing can perform this attack whenever it attacks an unwary, or blind target

Rat-thing

Rat-things are sadistic rodent-like monstrosities with the face and hands of humans. Sent by Demonlords to serve evil wizards and act as their familiars.

Cannibalistic. Rat things are carnivores and while they will sometimes feast on their own kind, no food delights them more than the flesh of infant and elderly humanoids. Particularly nasty rat-things will murder such a member of a household while framing another humanoid for the crimes.

Scroll Slinger. Rat-things can read magical writing, and employ scrolls just as wizards would. They can cast any spell from a scroll using their Intelligence, Spell DC 14. Occasionally a rat-thing becomes so versed in arcane workings it can cast higher level spells than the ones presented here. These elder rat-things almost always serve a Demonlord directly, and spend their entire lives sowing death and destruction.

Warren Assimilator. Rat-things often reside with common rats, and mate voraciously, creating ill-tempered rodents and the occasional dire rat. One out of twenty births result in a rat-thing offspring and these are celebrated by the rat-thing parent as an omen from its demonic patron.

Rat-thing Art by Robert Gresham. Used under License.

William Avrit (order #8755642)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

William Avrit (order #8755642)